



# **F Prime: An Open-Source Framework for Small-Scale Flight Software Systems**

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# Introduction

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- Developing flight software (FSW) is challenging
- Especially so for small spacecraft
  - Small budgets
  - Ambitious goals
- Challenges include
  - Compressed schedules (especially test)
  - Inadequate resources
  - Poorly-specified interfaces
  - Under-specified and changing requirements

# Introduction

## *Developing Flight Software (FSW) for Small Spacecraft*

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- Options
  1. Develop FSW from scratch
  2. Adapt FSW from a previous mission
  3. Use a multi-mission FSW framework
- We contend that option (3) is best
  - Option (1) is too expensive and/or compromises quality
  - Option (2) can work, but it is not ideal
    - Unless FSW is designed for reuse, it is difficult to reuse
    - Developers must re-engineer it for the new mission

# The F Prime FSW Framework

## *Overview*

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- Free and open-source; developed at JPL
- Tailored to small-scale systems
  - CubeSats, SmallSats, instruments
- Comprises several elements
  1. A component-based architecture
  2. A C++ framework providing core capabilities
  3. Modeling tools for specifying models and generating code
  4. A collection of ready-to-use components
  5. Testing tools for unit and integration testing
- Runs on a wide range of hardware platforms
- Runs on several OSs (e.g., Linux, Mac OS, VxWorks)

**<https://github.com/nasa/fprime>**

# The F Prime FSW Framework

## *Architecture*

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- Based on components, ports, and topologies
  - **Component:** A unit of FSW function (like a C++ class)
  - **Port:** A point of connection between component instances
  - **Topology:** A directed graph of instances and connections
- Component instances
  - Communicate only through ports
  - Have no compile-time dependencies on other components
- Port connections
  - Are typed and statically specified
  - May be synchronous or asynchronous

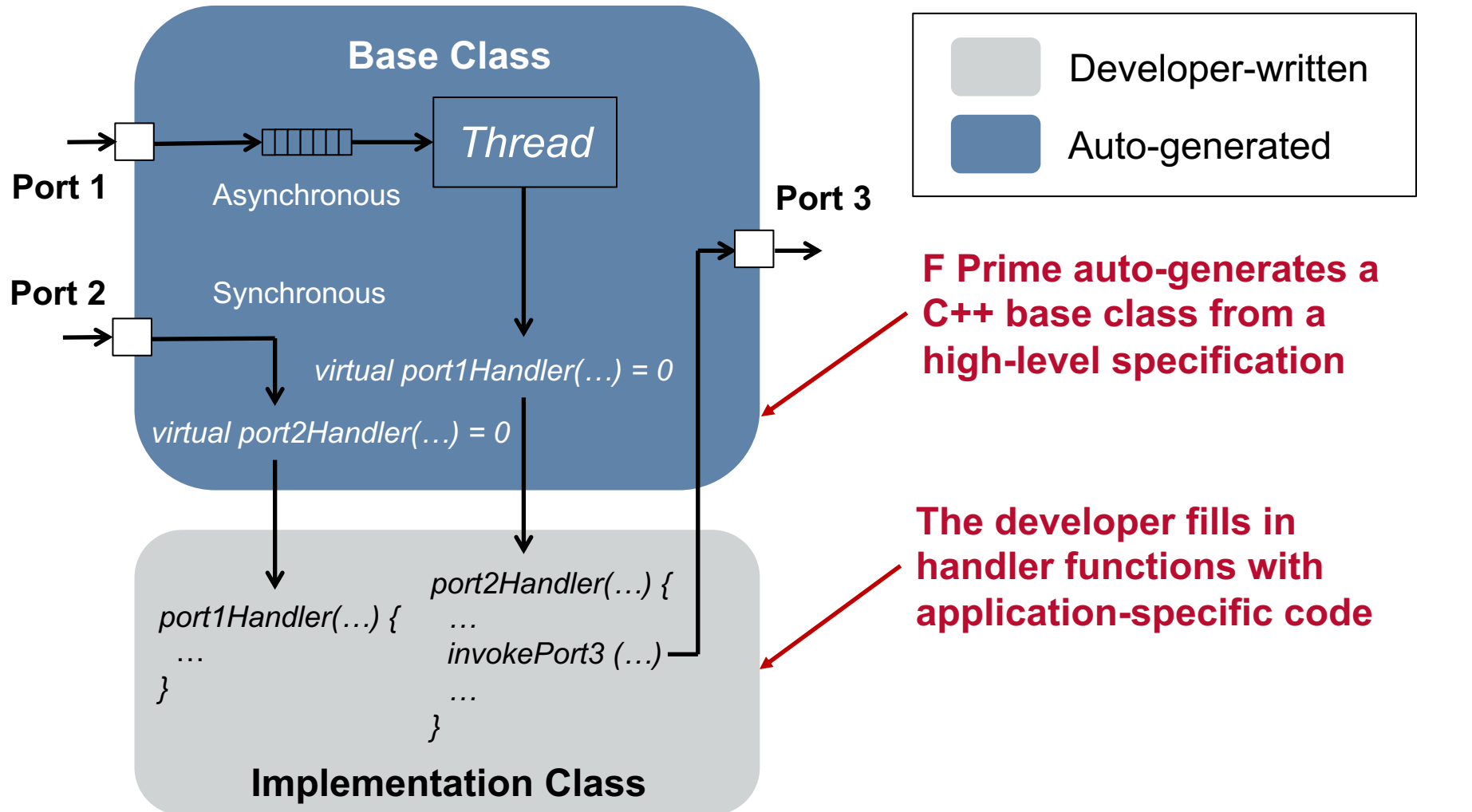
***Provides structure to FSW applications***

***Enables automatic checking of correctness properties***

***Enhances reusability of FSW components***

# The F Prime FSW Framework

C++ Framework



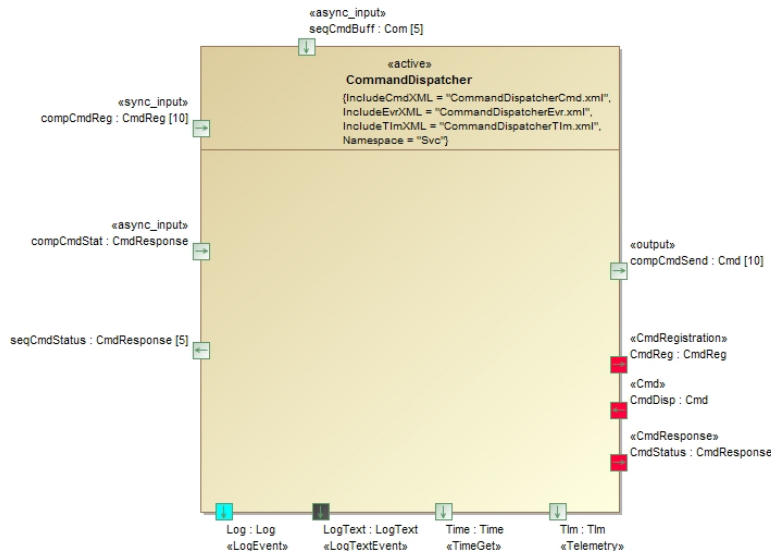
# The F Prime FSW Framework

## Modeling and Code Generation (Components)

*MagicDraw Model*



*XML Specification*



```
<component name="CmdDispatcher"
  kind="active"
  namespace="Svc">
  <import_port_type>
    Fw/Cmd/CmdPortAi.xml
  </import_port_type>
  ...
  <comment>
    A component for dispatching commands
  </comment>
  <ports>
    <port name="compCmdSend"
      data_type="Fw::Cmd"
      kind="output"
      max_number="$CmdDispatcherCommandPorts">
      <comment>Command dispatch port</comment>
    </port>
    ...
  </ports>
  ...
</component>
```



*C++ Base Class*

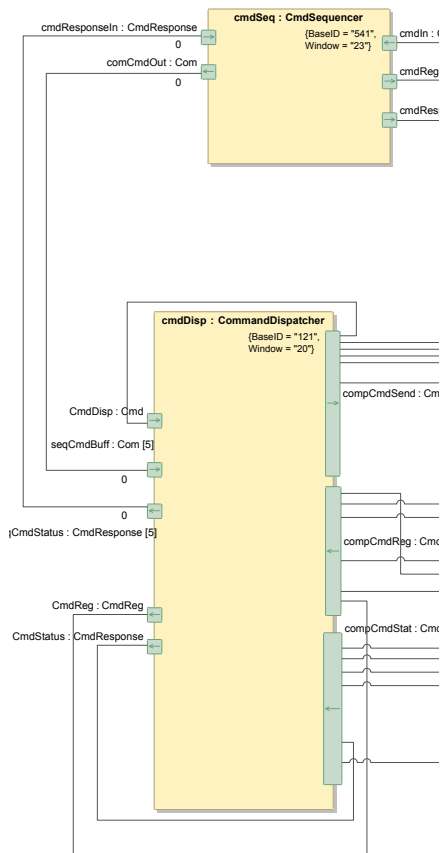


*Ground Dictionaries*

# The F Prime FSW Framework

## Modeling and Code Generation (Topologies)

***MagicDraw Model*** ➔ ***XML Specification*** ➔ ***Ground Dictionaries***



```
<assembly name="Ref">
  ...
  <import_component_type>
    Svc/CmdDispatcher/CmdDispatcherComponentAi.xml
  </import_component_type>
  <import_component_type>
    Svc/CmdSequencer/CmdSequencerComponentAi.xml
  </import_component_type>
  ...
  <instance namespace="Svc"
    name="cmdDisp"
    type="CmdDispatcher"
    base_id="121"
    base_id_window="20"/>
  ...
  <instance namespace="Svc"
    name="cmdSeq"
    type="CmdSequencer"
    base_id="541"
    ase_id_window="23"/>
  ...
  <connection name="Connection37">
    <source component="cmdSeq"
      port="cmdResponseOut"
      type="CmdResponse"
      num="0"/>
    <target component="cmdDisp"
      port="compCmdStat"
      type="CmdResponse"
      num="0"/>
  </connection>
  ...
</assembly>
```

***Python code for  
F Prime ground  
data system***

***Mission-specific  
ground data system  
formats***



# The F Prime FSW Framework

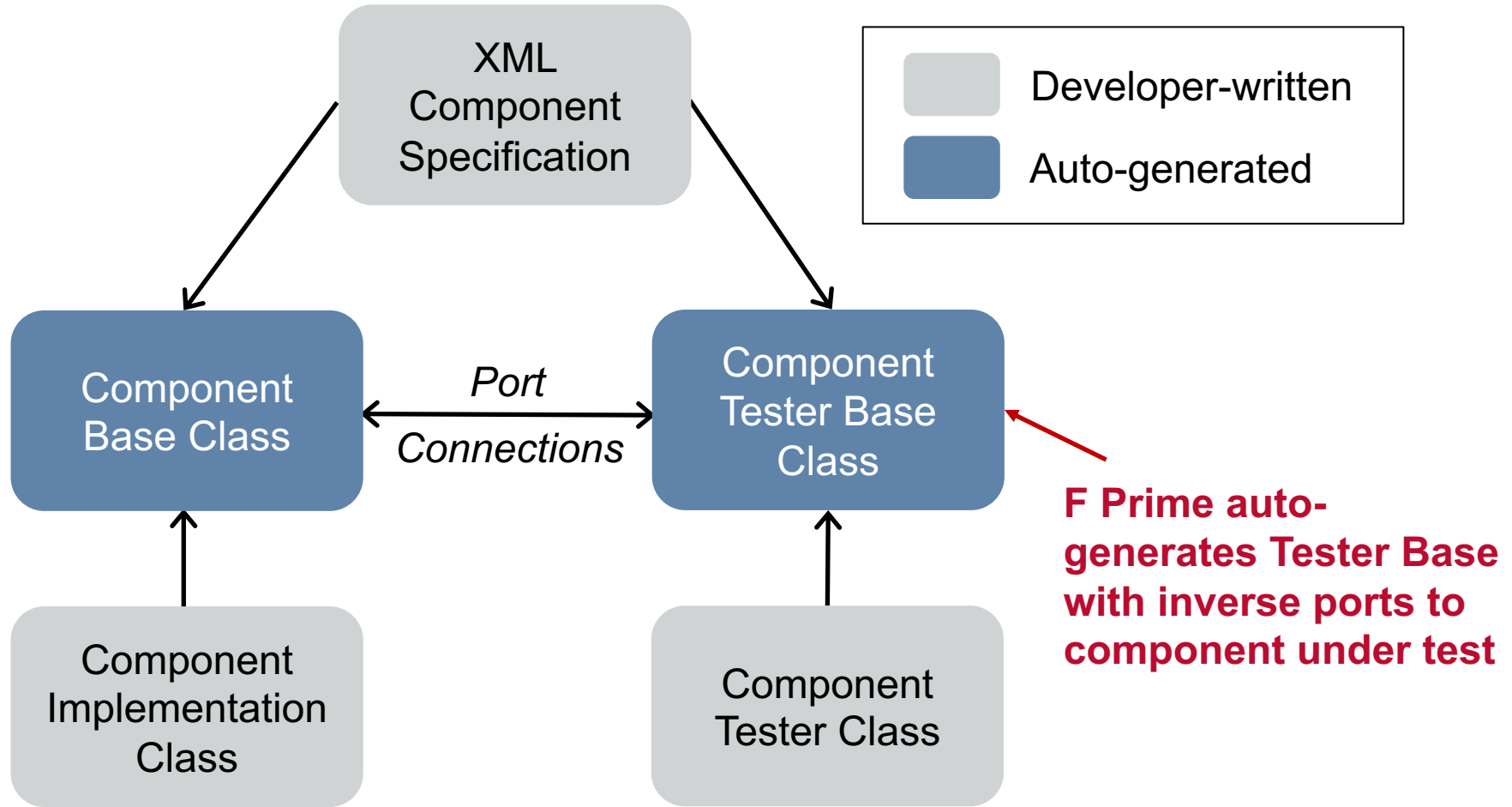
## *Reusable Components*

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- F Prime comes with over 20 reusable components (and counting)
- The components provide many standard FSW behaviors
  - Commanding
  - Events and telemetry
  - Ground interface
  - File system
  - Memory management
  - Generic data storage
  - Parameters (updatable constants)
  - Time
  - Health
  - Assertions and fatal events
- Fully unit-tested and ready to go

# The F Prime FSW Framework

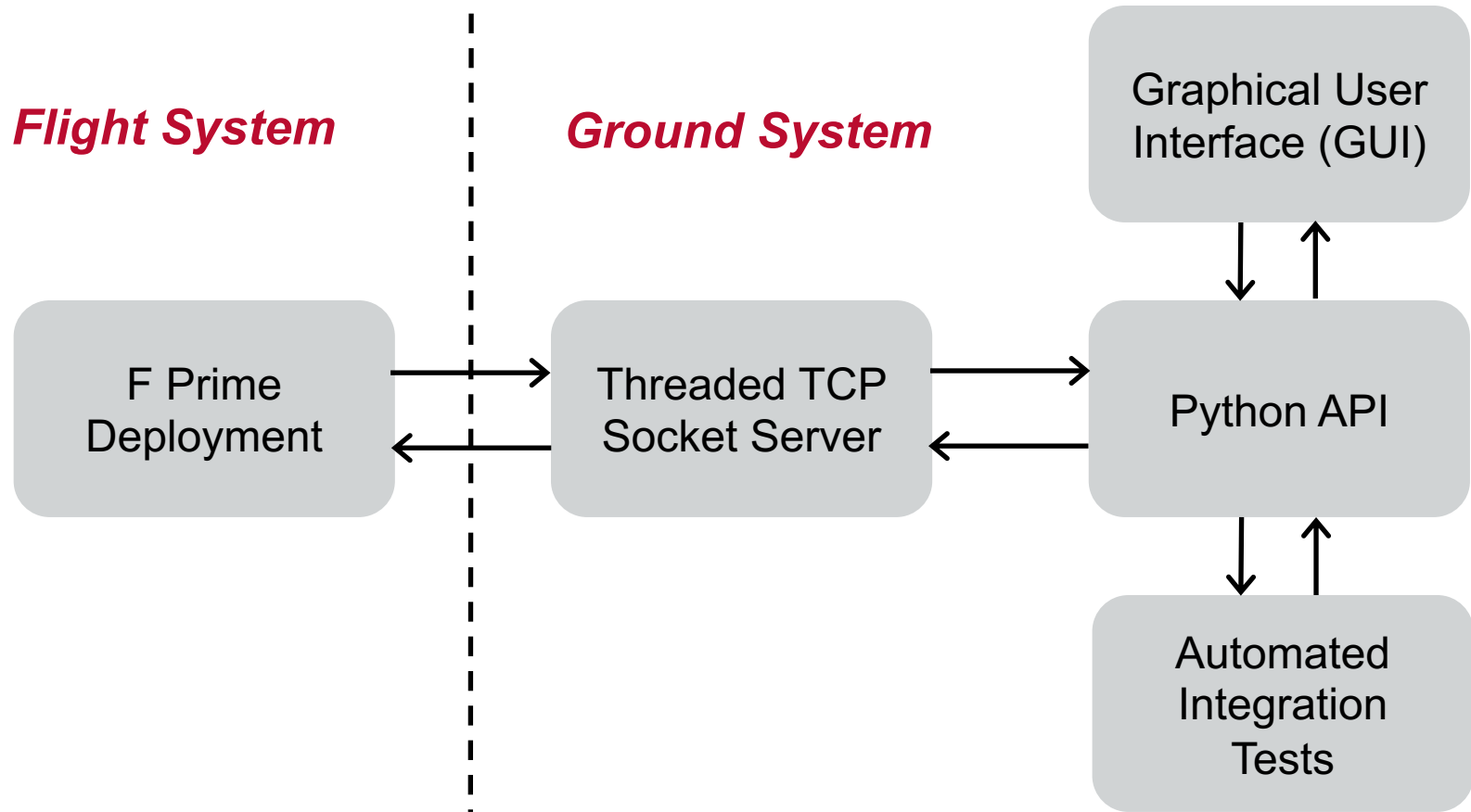
## Unit Testing



***Provides a simple solution for testing F Prime components***

# The F Prime FSW Framework

*Ground Data System and Integration Testing*

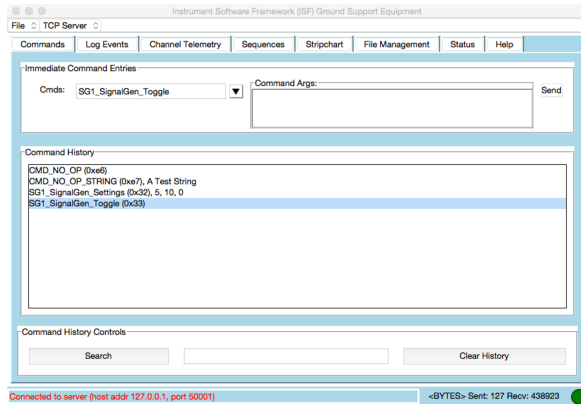


***Provides a simple solution for testing F Prime deployments***

# The F Prime FSW Framework

## *The Ground Data System GUI*

### *Commanding View*

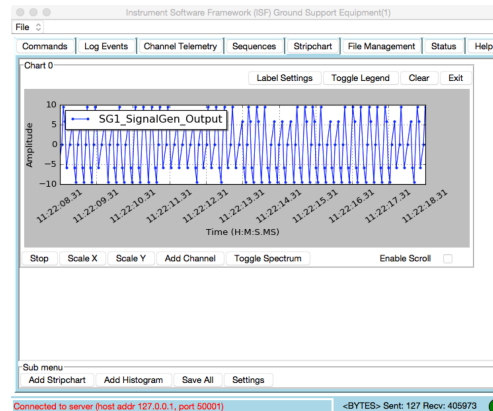


### *Telemetry View*

The Telemetry View interface shows a menu bar with options: File, TCP Server, Commands, Log Events, Channel Telemetry, Sequences, Stripchart, File Management, Status, and Help. The main area displays a table of telemetry data with columns: Channel, Id, Time, and Value. The table contains 19 rows of data, including 'SendState', 'BD\_Cycles', 'rateGroup2Comp\_RgMaxTime', 'rateGroup3Comp\_RgMaxTime', 'CommandsDispatched', 'rateGroup1Comp\_RgMaxTime', and 'SG1\_SignalGen\_Output'. The status bar at the bottom indicates 'Connected to server (host addr: 127.0.0.1, port 50001)' and '<BYTES> Sent: 127 Recv: 391948'.

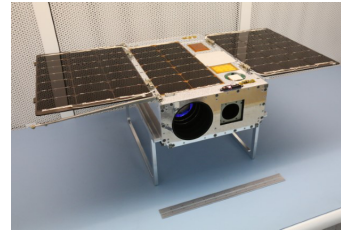
Channel	Id	Time	Value
1	SendState	11/16-11:22:09	SEND_IDLE
2	BD_Cycles	11/16-11:22:09	24644
3	rateGroup2Comp_RgMaxTime	11/16-11:21:06	184 us
4	rateGroup3Comp_RgMaxTime	11/16-11:21:01	234 us
5	CommandsDispatched	11/16-11:18:54	4
6	rateGroup1Comp_RgMaxTime	11/16-11:21:04	189 us
7	SG1_SignalGen_Output	11/16-11:22:09	-5.87785243988
8			
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19			

### *Strip Chart View*



# Experience with F Prime

## *Missions and Projects*



- We have used F Prime on several space missions
  - **ISS RapidScat** scatterometer (flew)
  - **ASTERIA** CubeSat (flying now)
  - **Mars Helicopter** (in development)
  - **Lunar Flashlight** CubeSat (in development)
  - **Near Earth Asteroid (NEA) Scout** CubeSat (in development)
- We have used F Prime for research and education
  - JPL R&D project on autonomous FSW
  - Collaborations with several universities
- F Prime can reduce the cost of developing FSW
  - Facilitate sharing and reuse between projects
  - Let developers focus on mission-specific code

# Enhancements in Progress

## *Making F Prime Better*

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- Modeling and code generation
  - New input language and visualizer for F Prime models
  - It will be free and easier to use than MagicDraw/SysML
- Testing of F Prime components
  - Tools for automatically picking test inputs
  - Tools for generating tests from high-level specifications
  - Integrated model checking with Spin
- Ground data system
  - XTCE ground dictionaries
  - Mobile user interface
  - Improved server using ZeroMQ

# Conclusion

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- Developing FSW for small spacecraft is hard
- F Prime can help
  - Architecture
  - Direct code reuse
  - Development ecosystem
- F Prime is a flight-proven technology
- Several enhancements are in progress

***<https://github.com/nasa/fprime>***



**Jet Propulsion Laboratory**  
California Institute of Technology

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[jpl.nasa.gov](http://jpl.nasa.gov)